U.S. GOLD

303 Sacramento St., 4th floor
San Francisco, CA 94111

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INSTRUCTION MANUAL

U.S. GOLD

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WINTER OLYMPIC GAMES

OLYMPIC WINTER GAMES IN LILLEHAMMER

Lillehammer, a small town situated 100 miles north of Olso in Norway, has invited the world to join them for the XVII Olympic Winter Games to be held from the 12th to the 27th of February, 1994. It will be 70 years since the first Olympic medals for winter sports were awarded in Chamonix, and 42 years since the games were held in Norway. The Olympics are based on the fundamental ideal of educating young people through sport in a spirit of better understanding and friendship, thereby helping to build a better and more peaceful world.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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WINTER OLYMPIC GAMES

Sixteen of the world's leading sporting nations have come together to compete in the XVII Olympic Winter Games. You and up to three friends may compete against each other and some of the best computer controlled athletes in the world for the ultimate achievement in amateur sport: an Olympic medal. You will compete in 10 exciting events in the Full Olympic program, or choose your own set of events for a Mini Olympic competition, or practice an event. The ten events are:

Downhill

Super G

Giant Slalom

Slalom

Bobsleigh

Luge

Biathlon

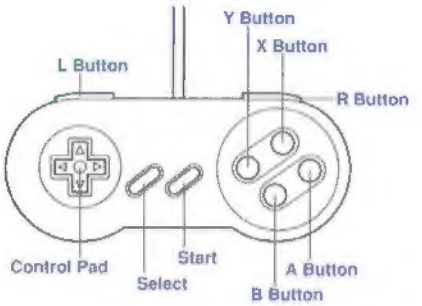
Short Track Speed Skating

Ski Jump

Moguls

All events are based around the actual venues and incorporate scenery found in and around Lillehammer. In some events two players may compete Head to Head.

GETTING STARTED



LANGUAGE SELECTION

After turning the game on, the Language Selection screen appears. You can choose from 1 of 8 languages. Use the left/right directions on the Control Pad to move through flags of the available languages. When the flag of the language you wish to select is displayed, press the A, B, X or Y button.

MAIN SELECTION

Once a language has been selected, pressing the A, B, X or Y button on the Controller will bring up the Main Selection screen. By pressing the up/down on the Control Pad, you will be able to highlight any option. Press the Start button to select. The functions available are:

FULL OLYMPICS:
The Full Olympics allows you to play all 10 events, and includes both the Opening and Closing ceremonies.

MINI OLYMPICS:

The Mini Olympics feature allows you to select which events you wish to compete in during the game. By selecting this feature, you cannot see the Opening or Closing ceremonies. Use the Control Pad to move the highlight between pictograms (If you are unsure what each pictogram means, please refer to the section Winter Olympic Games.), and press the A, B, X or Y button to select that event. Press the left/right Control Pad to choose the number of contestants, followed by the A, B, X or Y buttons to complete the selection. You may compete in any or all events.

TRAINING SESSION:
This feature will allow you to train in the event of your choice, or where available, to compete against another player in a Head to Head event. Selection is the same as for Mini Olympics, but you will be able to select a number of events to play. When you have selected all the events you wish to compete in, press the Start button.

After you complete your training, you will be returned to the Training Session screen.

OPTIONS:
By pressing the up/down on the Control Pad, you will be able to highlight any option. Press the A, B, X or Y button to choose any option.

SKILL LEVEL (Difficulty):
Three different levels of competition are available:

1. *Club:* An easy level for the beginner.
2. *National:* The opposition is tougher than Club.
3. *Olympic:* The opposition compete at the international level and are the toughest. Press the A, B, X or Y buttons to select the levels.

HEAD TO HEAD:
If you wish to have Head to Head rounds, where available, press the A, B, X or Y button to choose this option.

LANGUAGE:
If you made a mistake in the selection of the language, you may re-select it from here. The same controls are used as before.

SOUND TEST:
This option allows the selection and play of any of the tunes or sound effects featured. Press up/down on the Control Pad to highlight the option and press the A, B, X, or Y button to hear your selection. Press Start to exit.

RECORDS:
Includes world record times for all ten events of the Winter Games.

GETTING STARTED CONT.

PLAYER SELECTION:
Up to four human players may register to compete in the Games at the same time. The Player Selection screen will allow you to select the number of players, their names, the country they wish to represent and if they are male or female competitors. Using the Control Pad you may move the pointer around the screen. The A, B, X or Y button will change that option while the Start button will exit the Player Selection screen and start the game. Pressing the Select button at any time will return you to the Main Selection screen. The available options are:

CHARACTER SELECTION:
You may chose between a male, female or computer participant.

PLAYER'S NAME:
A default name has already been entered for you. If you wish to change the name, select this option and a bank of letters will be displayed. Use the Control Pad to highlight the letters, and press the A, B, X or Y button to select the letter, R button to erase the last entered letter and the L button to erase the entire entry.

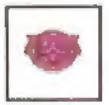
COUNTRY:
You may scroll through the available countries, if that country has already been selected by another contestant, you will not be able to select it.

THE COMPETITION BEGINS

OPENING CEREMONY
If you have chosen to play the Full Olympics, after registering the human contestants, the Opening Ceremony will be displayed.

DOWNHILL:
One of the world's toughest downhill courses lies 50 km north of Lillehammer at Kvitfjell, and forms part of the Lillehammer Olympic Alpine Center. Measuring 3,150 meters in length, it has a vertical descent of 820 meters, and at the steepest point involves a drop of 70-80 meters. However, Alpine events have not always been a part of the Olympic Games. They were first introduced in the 1936 Games. The course is designed primarily for speed and the gates are positioned so as to not interfere with the fastest line, however, they do test the competitor's technical ability to control speed in areas of difficult terrain. The winner is the competitor who completes the course in the fastest time after one run. Prior to starting the event you will need to select which skiing method you prefer by pressing left/right on the Control Pad, these are:

User must hold the direction they wish to travel in.



Pushing the left will cause the skier to ski to the right.

Pushing to the left will cause the skier to ski to the left.

THE COMPETITION BEGINS CONT.

You must ski from the starting hut to the finish line, ensuring that you go through all the gates positioned down the course. Missing a gate results in your disqualification. However, you will still be able to complete the course, but no result will be given. On your way down be sure not to hit objects off the course as this will result in fatal injuries. Jumps and tight turns must also be overcome. When in the starting hut, press any button except the Select, L or R button within the fixed starting period to begin your run. If you wait to long to start you will be disqualified. Steer the skier by using the selected directional control method. You may gain extra speed by adopting the *tuck* position (by pressing the A, B, X or Y button), but if you go too fast you may not be able to control the skier over certain parts of the course. To make a *jump turn*, press by the L and R buttons. Pressing Start will pause the game. These controls are used in all Alpine skiing events.

SUPER G:

The Super G is also held at Kvitfjell and will be a somewhat shorter track than will be used for the downhill. The course has a natural sequence of long and medium turns, including gates which are positioned to slow the skiers down as well as create more sweeping lines across the mountain side. This is the longest of the slalom events and the winner is decided after one run.

THE COMPETITION BEGINS CONT.

GIANT SLALOM:

The Lillehammer Olympic Alpine National Center at Hafjell, just 15 km north of Lillehammer, is the home of the Giant Slalom event. The course has been designed with long, medium, and tight turns in a natural sequence and gates allowing competitors to exploit natural variations in the terrain. The winner is decided after two runs and the player's rank is calculated against the lowest combined time.

SLALOM:

The Slalom course at Hafjell is the shortest of all the alpine skiing events. The gates are positioned to provide the skier with a number of changes of direction, while also making it possible to gain speed and maintain a steady flowing rhythm through the course. The winner is the competitor with the fastest aggregate time after two runs down the different courses.

FREESTYLE MOGULS:

Moguls will take place at the Kanthaugen Freestyle Arena, just a short distance from the center of Lillehammer, and one of the most modern and advanced freestyle arenas in the world. Having been introduced to the Olympic Games at Albertville in 1992, the skier performs an individual decent of high speed turns down a steep 250-meter slope evenly covered with moguls (bumps of hard snow). The skier follows the fall line and executes two jumps during the run. Time, technique, and jump performance are critical for the final result, with 50 percent of the points assigned for technique, 25 percent for two obligatory jumps and the remainder for time.

Press the A, B, X or Y button to start the event. The skier must accelerate to a high speed down the mogul slope in order to complete stunts like a twister, daffy or back scratcher. A twister can be done at a relatively low speed, but some, such as the double-stunts must have a higher speed. Speed can be attained by pressing the opposite direction of the Control Pad as the skier turns. For example: As the skier is moving left, and about to turn right, the player must push right at the correct time. If his pace is too slow, the skier will lose his rhythm and speed, losing turn points and speed points. The skier can perform stunts at any time, but to carry some off requires a lot of skill from the skier. Pushing a direction on the Control Pad simultaneously with the A B, X or Y button will perform a single stunt (provided the timing is correct).

SKI JUMPING:

Ski Jumping has a long tradition as a winter sport, and was a central feature of the Olympic Winter Games in Chamonix in 1924. The longest jump on that occasion was 49 meters. The Lysegardsbakkene Ski Jumping Arena just a few hundred meters from the center of Lillehammer will host the Ski Jumping events. Ski jumping requires strength, grace and courage. Competitors make two jumps from a specially constructed hill, and points are awarded for style and technique as well as for the distance achieved. The ideal jump is one executed with power, boldness, and precision, while giving an impression of calm and steady control.

Pressing the A, B, X or Y button to start the event, with the skier starting his descent down the jump. As the skier reaches the bottom of the jump, press the A, B, X or Y button as close to the edge of the ramp as possible. Pressing too early will lose valuable air time, likewise, pressing too late will lose distance. While the skier is in the air, the player must use the left/right directions of the Control Pad to keep the skier balanced. Skier hand movements signify that he is about to lean in the opposite direction. The player must compensate by pushing the Control Pad in the relevant direction (To move the left hand, press left . . .). Style points are gained by keeping the skjer in the perfect posture. When a skier is approaching the ground, the player must judge the height using the shadow as a guide. Pressing the A, B, X or Y button in time will put the skier into the landing posture. Again pressing too early will result in loss of distance, press too late and you are likely to crash.

BOBSLEIGH:

Bobsleigh competitions have been in the Olympic Games since the Winter Games were first held in 1924, except for the 1960 Games in Squaw Valley. Stretching 1,365 meters in length, the course at Hunderfossen, 15km north of Lillehammer, is northern Europe's most modern track. The bobsleigh is push-started by its crew. This initial thrust and force of gravity are the only permitted means of powering the bobsleigh down the course. The aggregate time after four runs determines the winners. By pressing the X & Y buttons alternately, the bobsleigh will gain speed before going down the run. The faster you press the buttons, the faster the bobsleigh will travel. When you reach the run, it is up to you to steer the bobsled around the track by using left/right on the Control Pad. The goal is to guide the bobsleigh to an optimal position on the track, especially around the bends. This will create less spray, maximize acceleration, increase speed and therefore produce a faster time! Be careful not to oversteer and cause the bobsleigh to crash!

LUGE:

The luge, a light toboggan, is a relative newcomer to the Olympic Winter Games and was included in the program for the first time at the Innsbruck Games in 1964. Also being held on the Hunderfossen track, but from a differing starting position. The control directions for the luge are the same as those for the bobsleigh previously explained.

BIATHLON:

Biathlon is a combined sport of cross-country skiing and rifle shooting that was first introduced in the 1960 Olympic Winter Games. The Birkebieneren Ski Stadium in the Lillehammer Olympic Park will be home to the biathlon. To gain speed hold down the left on the Control Pad and Y simultaneously and then right and A simultaneously, alternating these two moves to ski forward. A pointer is displayed along the rhythm bar above the contestants head. Switch direction so that the bar reaches the red section, but does not touch the end (you will lose a quarter of your speed if you touch the end). During the shooting sections, use the Control Pad to aim, then press the A, B, X or Y button to fire.

SHORT TRACK SPEED SKATING:

Speed Skating on a short track was introduced to the Olympic Games at Albertville in 1992. This event differs in several ways from conventional speed skating, particularly in the size of the track. The events will be staged in the Harmar Olympic Amphitheater. Press the X and Y buttons repeatedly to gain speed. Use the left/right on the Control Pad to steer left and right, with a goal of keeping the best positioning around the track.

THE COMPETITION BEGINS CONT.

MEDAL TABLE:

At the end of an event the results are displayed. Should any of the human competitors place in the top three in an event, they will be awarded either a bronze (3rd place), silver (2nd place) or gold (1st place) medal. The Medal Table will then be displayed, and is based on both the number of medals won and the culmination of points based upon the result.

CLOSING CEREMONY:

If you were playing the game in Full Olympic mode, then when the last event has been completed, you will be able to view the closing ceremony and celebrations which conclude the Games. You may exit this sequence and go back to the Main Selection screen by pressing A, B, X or Y button.

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